

## NORTHAMPTONSHIRE SCHOOL GAMES RULES 2018 / 2019

### KS2: Badminton Festival – Competition rules & guidelines

County School Games Information	
School Games County Finals:	<b>Winter School Games 2019</b>
Number of squads per SSP:	<b>2</b>

Competition Format & Representation	
<b>Primary Festival</b>	
<p><b>Development</b> – Sports that are designated as ‘Development’ are aimed at engaging new participants into that sport. This could be different children to those who are chosen by the school to be part of the competitive teams or it could be a child who has not tried the development sport before but might take up the sport if given the opportunity to access it. They will not be members of community sports clubs in that sport (but might be a club member in a different sport(s)). Eligibility criteria is set to engage new participants into the sport.</p>	

Squad Information	
Minimum Squad Size:	8 (4 boys and 4 girls)
Maximum Squad Size:	8 (4 boys and 4 girls)

Year Groups
<b>Years 3/4/5/6</b>

Gender
<b>Mixed</b>

Equipment (Schools need to provide/take to competition)
<ul style="list-style-type: none"> <li><b>TBC</b></li> </ul>

Festival Format
<ul style="list-style-type: none"> <li>There are 5 stations: Move &amp; Collect, Up &amp; Over, Simple Serve, Racket Rallies and Keepy Uppys.</li> <li>Schools will rotate around each station twice at the county event</li> <li>Score cards will be provided to aid in the scoring of each station</li> <li>Scoring for each station is detailed on the activity cards</li> <li>Example Score Card below</li> </ul>

#### Rotation 1

School Name	
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#### Move & Collect

Attempt 1	
Attempt 2	

QUICKEST TIME	
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#### Rotation 2

School Name	
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#### Move & Collect

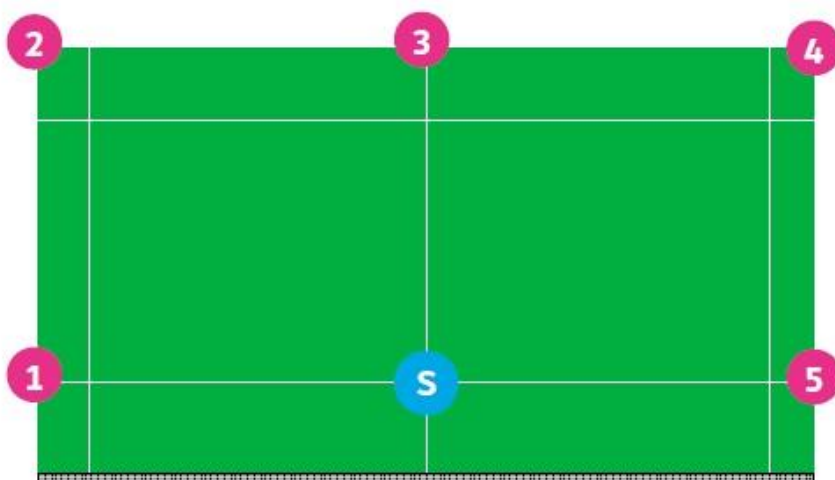
Attempt 1	
Attempt 2	

QUICKEST TIME	
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# Move & Collect

## Aim

As a team, collect/replace the pieces of equipment as quickly as possible.



## Scoring

Time taken to complete the task—the quicker the better

## Rules

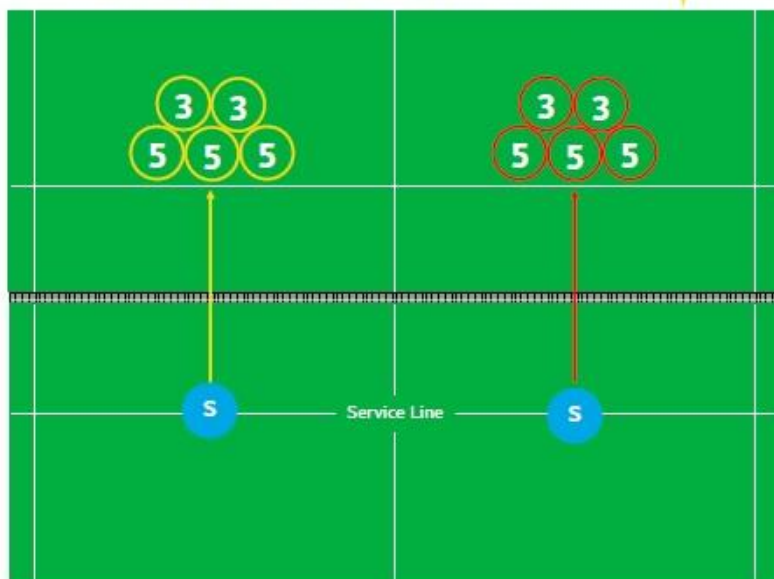
1. Start at point 'S' facing the net.
2. On the signal to 'Go' Player 1 collects one shuttlecock from any station (1-5) and returns it to 'S'.
3. Player 1 continues to collect the shuttlecocks as per point 2, until all the shuttlecocks have been collected.
4. Player 2 will start on point 'S'. They will return one shuttlecock to each station; they must return to point 'S' each time they have been to a station to collect another shuttlecock.
5. This continues until all 8 players have had a go (Players 1,3,5 & 7 will collect equipment and Players 2,4,6 & 8 will return equipment)
6. Use the stop watch to time the team to complete this task.

Players will be encouraged to face the net throughout the activity

# Up & Over

## Aim

To score as many points as possible from throwing Beanbags into the hoops from a sitting position.



## Scoring

Points = as indicated within each hoop

## Rules

1. 4 players line up behind each 'S' in a sitting position.
2. On the signal to 'Go' Player 1 throws 1 Beanbag over the net, trying to land it in one of the hoops— they have 2 further attempts before collecting their Beanbags and returning to the back of their line.
3. Player 2 then collects a beanbag and throws it over the net aiming to land it in a hoop—they have a further 2 attempts before collecting their Beanbags and returning to the back of their line.
4. Play continues, and Players continue to rotate as above until the 3 minutes competition period is over.

# Simple Serve

## Aim

To score as many points as possible from serving a shuttlecock



## Scoring

Points = as indicated within each zone



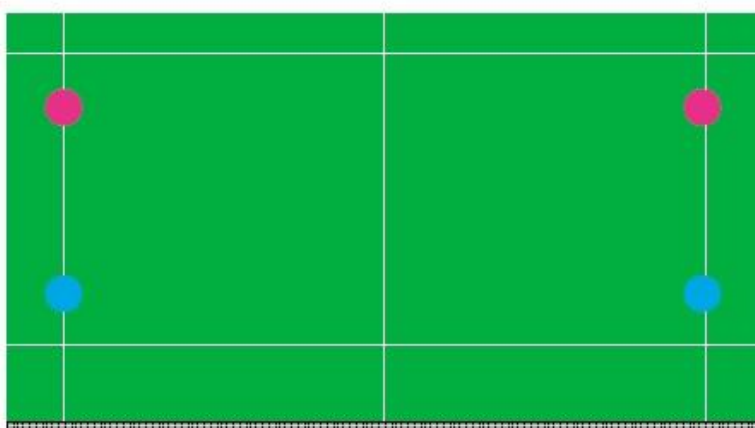
## Rules

- 1 player lines up behind each 'S' in a standing position—other players line up behind the red cone.
- On the signal to 'Go' Player 1 serves the shuttlecock across the court, trying to land it in one of the zoned areas — they have 2 further attempts before collecting their shuttlecock and returning to the back of their line.
- Player 2 then serves the shuttlecock across the court, trying to land it in one of the zoned areas — they have 2 further attempts before collecting their shuttlecock and returning to the back of their line.
- Play continues, and Players continue to rotate as above until the 3 minutes competition period is over.

# Racket Rallies

## Aim

To sustain a rally between a pair using a Racket or a Pad and a shuttlecock



## Scoring

Points = 5 points for every cone banked by the entire team.



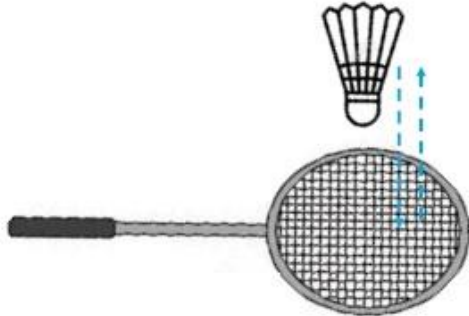
## Rules

1. Players stand opposite each other; on the inside tramline.
2. Players start the rally standing on the spots, but can move after the rally has started.
3. Using 1 shuttlecock the pair pass/rally the shuttlecock between each other.
4. When the pair reach 5 consecutive passes/rallies without missing or dropping the shuttlecock they collect a cone and place it at the back of their area.
5. Each pair continues to work to collect cones until the 3 minutes competition period is over.

# Keepy Uppy's

## Aim

To see how many times the shuttlecock can be bounced in a row.



## Scoring

Points = highest number of Keepy Uppy's per Player per 30 second competition period



## Rules

1. 1 Player from each pair has 1 x Shuttlecock and 1 x Badminton Racket, the other player will be the Scorer.
2. Player 1 has 30 seconds to see how many Keepy Uppy's they can do consecutively in 30 seconds. One foot must remain on the throw down spot throughout.
3. At the point the shuttlecock is dropped this will be the score for the Player. The player can have as many attempts as they wish in the 30 second competition period.
4. Players swap over; Point 2– 3 is repeated.
5. The best score is taken for each competition period for each player.
6. The Scorer can use the white board to keep note the scores.